Amendments to the Specification

Please replace the paragraph beginning at page 14, line 19 with the following rewritten paragraph:

The binary files 26 are files which contain low level geometric and animated data, and the floor plan files 28 are files which represent the floor plan of the virtual environment. In the present embodiment, the binary files 26 and the floor plan files 28 are created by the linear animation system 34 and exported to the editing apparatus 1. The binary files 26 and the floor plan files 28 are then used as building blocks by the editing apparatus to create an interactive virtual environment. The virtual world files [[32]] 30 are text files which are created by the editing apparatus 1 and which define the virtual world. The behaviour files 32 are also created by the editing apparatus 1, and are text files that script the behaviour of the virtual world.

Please replace the paragraph beginning at page 20, line 10 with the following rewritten paragraph:

In the example shown in Figure 6, four windows are ~~display~~ displayed, namely a file list window 140, a character window 142, a scene window 144 and a behaviour console 146. The file list window 140 lists files stored in one or more directories on the hard disk 16. The character window 142 shows a view of the avatar that is being controlled. The scene window 144 shows a scene which is being edited and which may contain the avatar shown in the character window 142. The behaviour console 146 is used to input commands via input device 23. It will be appreciated that other windows may also be present, and that windows may be opened or closed as required.

Please replace the paragraph beginning at page 28, line 1 with the following rewritten paragraph:

Instructions can be placed between the ~~joins~~ joined chains, which instructions can fire messages to other objects in the system. These messages only get fired after the animations that precede them get played out. This is referred to as deferred message passing. Deferred message passing can force a dynamic switch in the scene hierarchy.